

## Amendments to the Specification

Please replace the Abstract of the Disclosure to the following Abstract of the Disclosure.

A method for creating an appearance of texture in a computer image having the steps of introducing information into a computer from which the image is produced for each point of the image in 3D geometric space. There is the step of computing a pseudo-random hash value at each vertex of a unit cube surrounding the point of the image using six + modules and seven L modules where the L module is implement as a look-up table having 64 6 bits entries. There is the step of mapping the lower six bits from last stage L modules of a plurality of stages of modules to a fixed set of 64 gradient vectors where the set is chosen such that a length of each component of every vector of the 64 vectors is a power of two. There is the step of based on the gradient vectors, combining with the computer the contribution from each vertex into a single interpolated result to produce the point of the image with noise interpolated texture that do not have visible grid artifacts. There is the step of after all points of the image are obtained, displaying the image on a display.